EXHIBIT 1

	A	B	C	D	E	F	G	H
1	Shot	Version Name	Artist	Role	Date Created	Original Name	Description	Ref/QC/Edit
2	MSM0250	MSM0250_v073	Jessica Hart	comp	8/15/2016 12:13:08	MSM0250_comp_v018	Slate notes: Gauntlet Fix, updated paint	0
3	MSM0250	MSM0250_v072	Phylicia Feldman	comp	8/15/2016 10:39:33	MSM0250_precomp_beast_cln_v002	Slate notes: Hair and Jacket fixes on precomp of Beast	0
4	MSM0250	MSM0250_v071	Phylicia Feldman	comp	8/12/2016 8:46:03	MSM0250_precomp_beast_cln_v001	Slate notes: Jacket fix on precomp of Beast	0
5	MSM0250	MSM0250_v070	Jessica Hart	comp	8/9/2016 19:49:49	MSM0250_comp_v017	Slate notes: Gauntlet Fix	0
6	MSM0250	MSM0250_v069	Jessica Hart	comp	8/4/2016 16:14:55	MSM0250_comp_v016	Slate notes: eye fix	0
7	MSM0250	MSM0250_v068	Jessica Hart	comp	8/4/2016 11:44:50	MSM0250_comp_v015	Slate notes: darken and reduced spec on upper lip, addressed notes on eyes	0
8	MSM0250	MSM0250_v067	Jessica Hart	comp	7/29/2016 16:49:24	MSM0250_comp_v014	Slate notes: reduced red on lips and added more spec, darken down SR eyelid	0
9	MSM0250	MSM0250_v066	Jessica Hart	comp	7/29/2016 11:09:49	MSM0250_comp_v013	Slate notes: updated new lighting, addressed notes on eyes, added sheen to the nose and lips, adjusted hair color SR	0
10	MSM0250	MSM0250_v065	Blandine Chanteur	light	7/29/2016 10:14:57	msm0250_lightcomp_v009	Slate notes: new cfx, high res	0
11	MSM0250	MSM0250_v064	Jessica Hart	comp	7/28/2016 16:26:13	MSM0250_comp_v012	Slate notes: added more blue on SR face, darken SL shoulder, brighter eye ping, adjusted SR eye corner	0
12	MSM0250	MSM0250_v063	Jessica Hart	comp	7/27/2016 19:11:04	MSM0250_comp_v011	Slate notes: more blue on SR side, adjusted eyes area, gamma down a bit	0
13	MSM0250	MSM0250_v062	Jessica Hart	comp	7/27/2016 15:53:12	MSM0250_comp_v010	Slate notes: ref MSM0180 and 0210, matched beast color	0
14	MSM0250	MSM0250_v061	Sneha Shukla	cfx	7/27/2016 9:09:15	MSM0250_cfxcomp_v014	Slate notes: v015 of hair. with jimmys help.	0
15	MSM0250	MSM0250_v061	Sneha Shukla	cfx	7/27/2016 9:09:01	MSM0250_cfxcomp_v014	Slate notes: v015 of hair. with jimmys help.	0
16	MSM0250	MSM0250_v060	Sneha Shukla	cfx	7/26/2016 17:34:10	MSM0250_cfxcomp_v013	Slate notes: v015 hair. locked SL side to see if that looks better.	0
17	MSM0250	MSM0250_v060	Sneha Shukla	cfx	7/26/2016 17:33:36	MSM0250_cfxcomp_v013	Slate notes: v015 hair. locked SL side to see if that looks better.	0
18	MSM0250	MSM0250_v059	Sneha Shukla	cfx	7/26/2016 15:47:20	MSM0250_cfx_beauty_v013	Slate notes: unfinished render to show progress of SL fix	0
19	MSM0250	MSM0250_v058	Sneha Shukla	cfx	7/26/2016 8:00:54	MSM0250_cfxcomp_v012	Slate notes: v014 of hair. fixed SR pop	0
20	MSM0250	MSM0250_v057	Sneha Shukla	cfx	7/25/2016 19:17:45	MSM0250_cfxcomp_v011	Slate notes: v013 render. locked movement on SR side	0
21	MSM0250	MSM0250_v056	Sneha Shukla	cfx	7/25/2016 11:36:48	msm0250_beast_hair_groomed1_cfxsetup_snehaWip_012	Slate notes: re-laid out hair v012	0
22	MSM0250	MSM0250_v055	Sneha Shukla	cfx	7/22/2016 19:13:34	MSM0250_cfxcomp_v010	Slate notes: added more hair to shoulders- v011	0
23	MSM0250	MSM0250_v055	Sneha Shukla	cfx	7/22/2016 19:13:23	MSM0250_cfxcomp_v010	Slate notes: added more hair to shoulders- v011	0

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1	Shot	Version Name	Artist	Role	Date Created	Original Name	Description	Ref/QC/Edit
24	MSM0250	MSM0250_v054	Sneha Shukla	cfx	7/21/2016 14:31:37	MSM0250_cfxcomp_v009	Slate notes: v010- for raising shoulders and lowering traps. seeing if hair is still acceptable	0
25	MSM0250	MSM0250_shotmodel_qc_v002	Barringer Wingard	shotmodel	7/20/2016 17:39:40	MSM0250_shotmodel_qc_v002	Slate notes: Raised shoulders and lowered traps to match closer to MSM0020.	1
26	MSM0250	MSM0250_shotmodel_qc_v001	Barringer Wingard	shotmodel	7/19/2016 16:37:57	MSM0250_shotmodel_qc_v001	Slate notes: Slight adjustments to cloth form.	1
27	MSM0250	MSM0250_cfx_beauty_v007	Navin Pinto	cfx	7/14/2016 8:53:12	MSM0250_cfx_beauty_v007	Slate notes: CFX Beauty Cloth with Approved hair	1
28	MSM0250	MSM0250_v053	Navin Pinto	cfx	7/13/2016 0:18:31	MSM0250_cfxcomp_v007	Slate notes: CFX Anim Render	0
29	MSM0250	MSM0250_v052	Sneha Shukla	cfx	7/12/2016 9:32:28	MSM0250_cfx_beauty_v005	Slate notes: fixed beard popping	0
30	MSM0250	MSM0250_cfx_beauty_v006	Navin Pinto	cfx	7/12/2016 4:36:48	MSM0250_cfx_beauty_v006	Slate notes: CFX Beauty with approved hair - pubref 107	1
31	MSM0250	MSM0250_v051	Sneha Shukla	cfx	7/12/2016 1:49:17	MSM0250_cfxcomp_v005	Slate notes: Fixed beard pop	0
32	MSM0250	MSM0250_v051	Sneha Shukla	cfx	7/12/2016 1:49:10	MSM0250_cfxcomp_v005	Slate notes: Fixed beard pop	0
33	MSM0250	MSM0250_v050	Navin Pinto	cfx	7/11/2016 23:21:17	MSM0250_cfxcomp_v006	Slate notes: CFX Anim Render	0
34	MSM0250	MSM0250_v049	Sneha Shukla	cfx	7/11/2016 14:52:51	msm0250_beast_hair_groomed1_cfxsetup_snehaWip_006	Slate notes: fixed beard motion on SL side	0
35	MSM0250	MSM0250_v048	Navin Pinto	cfx	7/11/2016 6:21:41	MSM0250_cfxcomp_v004	Slate notes: CFX Anim render	0
36	MSM0250	MSM0250_cfx_beauty_v004	Navin Pinto	cfx	7/11/2016 6:07:43	MSM0250_cfx_beauty_v004	Slate notes: Beauty Render Cloth	1
37	MSM0250	MSM0250_v047	Sneha Shukla	cfx	7/9/2016 14:23:43	MSM0250_cfxcomp_v003	Slate notes: addressed nathans notes on evening out each side	0
38	MSM0250	MSM0250_v046	Navin Pinto	cfx	7/9/2016 9:27:57	MSM0250_cfxcomp_v002	Slate notes: Anim render	0
39	MSM0250	MSM0250_cfx_beauty_v002	Navin Pinto	cfx	7/9/2016 5:15:07	MSM0250_cfx_beauty_v002	Slate notes: WIP Cloth beauty render	1
40	MSM0250	MSM0250_v045	Sneha Shukla	cfx	7/8/2016 16:05:24	MSM0250_cfxrender_v001	Slate notes: beast_hair_groomed1 - cfxsetup - 20160706_194746	0
41	MSM0250	MSM0250_v044	Navin Pinto	cfx	7/7/2016 22:32:52	MSM0250_cfxcomp_v001	Slate notes: WIP Cloth	0
42	MSM0250	MSM0250_cfx_beauty_v001	Navin Pinto	cfx	7/7/2016 22:15:58	MSM0250_cfx_beauty_v001	Slate notes: WIP Cloth Beauty	1
43	MSM0250	MSM0250_v043	Sneha Shukla	cfx	7/7/2016 20:48:34	msm0250_beast_hair_groomed1_cfxsetup_snehaWip_002	Slate notes: still need to fix SL weird pop and maybe calm SR motion and minor beard fix. initial pass.	0
44	MSM0250	MSM0250_v042	Jessica Hart	comp	7/5/2016 17:41:57	MSM0250_comp_v009	Slate notes: nose job, blend the lines, add some spec, reduce the dark shadow	0
45	MSM0250	MSM0250_v041	Jessica Hart	comp	6/29/2016 18:30:05	MSM0250_comp_v008	Slate notes: take down blue and brightness further SR	0
46	MSM0250	MSM0250_v040	Jessica Hart	comp	6/28/2016 18:26:53	MSM0250_comp_v007	Slate notes: updated lighting, reduced the blue on the hair bits	0
47	MSM0250	MSM0250_v039	Julien Lasbleiz	light	6/23/2016 12:04:09	msm0250_lightcomp_v008	Slate notes: more side lit - eyes adjusted - removed warm variation as he moves forward	0
48	MSM0250	MSM0250_v038	Julien Lasbleiz	light	6/23/2016 11:55:27	msm0250_lightcomp_v007	Slate notes: key slightly moved to the side	0
49	MSM0250	MSM0250_v037	Jessica Hart	comp	6/22/2016 12:03:40	MSM0250_comp_v006	Slate notes: reduced the bright blue light SR	0
50	MSM0250	MSM0250_v036	Jessica Hart	comp	6/21/2016 12:25:03	MSM0250_comp_v005	Slate notes: updated latest lighting, reduced eye bling,	0

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1	Shot	Version Name	Artist	Role	Date Created	Original Name	Description	Ref/QC/Edit
51	MSM0250	MSM0250_v035	Julien Lasbleiz	light	6/20/2016 16:49:45	msm0250_lightcomp_v006	Slate notes: less greenish feel - no warm variation as he comes forward	0
52	MSM0250	MSM0250_v034	Julien Lasbleiz	light	6/20/2016 10:53:53	msm0250_lightcomp_v005	Slate notes: splotchiness reduced - simplified and baked bty - published for comp	0
53	MSM0250	MSM0250_v033	Jessica Hart	comp	6/17/2016 16:37:52	MSM0250_comp_v004	Slate notes: updated latest lighting	0
54	MSM0250	MSM0250_v032	Julien Lasbleiz	light	6/16/2016 16:46:31	msm0250_lightcomp_v004	Slate notes: Key adjusted to the side - slight intensity variation as he moves forward - ping in the eyes improved in size and intensity - published for comp	0
55	MSM0250	MSM0250_v031	Jessica Hart	comp	6/14/2016 16:34:28	MSM0250_comp_v003	Slate notes: reduced bright bits on the bottom part of nose, redder lips, warmer light SL, eye treatment	0
56	MSM0250	MSM0250_v030	Jessica Hart	comp	6/13/2016 19:11:04	MSM0250_comp_v002	Slate notes: warm up the beast, eye treatments	0
57	MSM0250	MSM0250_v029	Jessica Hart	comp	6/13/2016 19:10:26	MSM0250_comp_v001	Slate notes: updated lighting	0
58	MSM0250	MSM0250_v028	Julien Lasbleiz	light	6/13/2016 10:47:32	msm0250_lightcomp_test_v001	Slate notes: Tests with different amount of spec	0
59	MSM0250	MSM0250_v027	Julien Lasbleiz	light	6/11/2016 9:49:46	msm0250_lightcomp_v002	Slate notes: better match with the plate - published for comp	0
60	MSM0250	MSM0250_v026	Julien Lasbleiz	light	6/11/2016 9:48:28	msm0250_lightcomp_v001	Slate notes: Test with pushing the warm light	0
61	MSM0250	MSM0250_anim_qc_v002	Frankie Stellato	anim	6/10/2016 20:55:31	MSM0250_anim_qc_v002	Slate notes: Removed blinks	1
62	MSM0250	MSM0250_anim_qc_costumeless_v002	Frankie Stellato	anim	6/10/2016 20:45:35	MSM0250_anim_qc_costumeless_v002	Slate notes: Removed blinks	1
63	MSM0250	MSM0250_v025	Frankie Stellato	anim	6/10/2016 11:45:04	MSM0250_animblast_v017	Slate notes: Removed blinks and adjusted eyes to be closer to previous.	0
64	MSM0250	MSM0250_v024	Frankie Stellato	anim	6/9/2016 9:13:34	MSM0250_animblast_v016	Slate notes: Removed blinkity blinks	0
65	MSM0250	MSM0250_v023	Winfield O'Brien	enviro	6/3/2016 18:29:45	MSM0250_envirocomp_v001	Slate notes: First pass. Using MSM0390 setup	0
66	MSM0250	MSM0250_v022	Frankie Stellato	anim	6/2/2016 13:42:11	MSM0250_animcomp_v003	Slate notes: Latest anim	0
67	MSM0250	MSM0250_anim_qc_v001	Frankie Stellato	anim	6/1/2016 15:51:29	MSM0250_anim_qc_v001	Slate notes: WIP anim	1
68	MSM0250	MSM0250_anim_qc_costumeless_v001	Frankie Stellato	anim	6/1/2016 15:50:18	MSM0250_anim_qc_costumeless_v001	Slate notes: WIP anim	1
69	MSM0250	MSM0250_v021	Frankie Stellato	anim	5/25/2016 17:38:06	MSM0250_animblast_v015	Slate notes: Adjusted blinks and swapped them to the correct controls. Adjusted blinks to be what was talked about	0
70	MSM0250	MSM0250_v020	Frankie Stellato	anim	5/25/2016 12:51:10	MSM0250_animblast_v014	Slate notes: Adjusted blinks. Unable to remove brow movements from before as they are part of the auto lids.	0

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71	MSM0250	MSM0250_v019	Frankie Stellato	anim	5/24/2016 12:50:17	MSM0250_animblast_v013	Slate notes: Did various tweaks to the brows. Added some tension to the bit under the eyes. Added some blinking to hold back tears	0
72	MSM0250	MSM0250_v018	Frankie Stellato	anim	5/19/2016 16:27:34	MSM0250_animblast_v012	Slate notes: GO GO GADGET BROWS Brows maxed out as much as possible	0
73	MSM0250	MSM0250_v017	Frankie Stellato	anim	5/17/2016 12:36:37	MSM0250_animcomp_v002	Slate notes: render of latest	0
74	MSM0250	MSM0250_v016	Frankie Stellato	anim	5/16/2016 15:04:56	MSM0250_animblast_v011	Slate notes: Moved eyes over to screen right overall	0
75	MSM0250	MSM0250_v015	Frankie Stellato	anim	5/16/2016 10:24:08	MSM0250_animblast_v010	Slate notes: Adjusted eye dart to go the other way and also reduced it by 50 percent	0
76	MSM0250	MSM0250_v014	Frankie Stellato	anim	5/11/2016 18:01:45	MSM0250_animcomp_v001	Slate notes: Latest from anim	0
77	MSM0250	MSM0250_v013	Frankie Stellato	anim	5/10/2016 15:31:32	msm0250_anim_v010	Slate notes: Added some subtle cheek movement. Lowered both lips a bit overall.	0
78	MSM0250	MSM0250_v012	Frankie Stellato	anim	5/9/2016 12:52:55	msm0250_anim_v008	Slate notes: Toned down the head move at the end and added some brow compression on the down	0
79	MSM0250	MSM0250_v011	Frankie Stellato	anim	5/9/2016 10:14:43	msm0250_anim_v007	Slate notes: Have brow following more to second pose. Kind of like the post vis.	0
80	MSM0250	MSM0250_v010	Frankie Stellato	anim	5/6/2016 17:26:11	msm0250_anim_v006	Slate notes: Added some more brow love. Adjusted mouth slightly. Added a bit more fleshyness to face.	0
81	MSM0250	MSM0250_v009	Frankie Stellato	anim	5/5/2016 18:55:18	MSM0250_animblast_v005	Slate notes: Added some facial animation on top of the mova. Added some extra eye darts as well.	0
82	MSM0250	MSM0250_v008	Frankie Stellato	anim	5/5/2016 11:43:57	MSM0250_animblast_v004	Slate notes: Added just a touch more life to the mova for discussion	0
83	MSM0250	MSM0250_v007	Frankie Stellato	anim	5/5/2016 8:17:19	MSM0250_animblast_v003	Slate notes: Added Mova. No adjustments just yet.	0
84	MSM0250	MSM0250_v006	Dilip Lalwani	rig	4/19/2016 14:32:58	MSM0250_rigblast_v001	Slate notes: first pass	0
85	MSM0250	MSM0250_anim_mova_qc_v001	Paz Drimer	anim	4/12/2016 22:16:40	MSM0250_anim_mova_qc_v001	Slate notes: QC Render	1
86	MSM0250	MSM0250_v005	Paz Drimer	anim	4/12/2016 22:16:07	MSM0250_anim_mova_qc_v001	Slate notes: QC Render	0
87	MSM0250	MSM0250_v004	Frankie Stellato	anim	4/12/2016 17:24:55	MSM0250_animblast_v002	Slate notes: Pushed beast back overall and added a bit of overlap to his head during the sharp step. Also lessened the severity of the sharp step.	0
88	MSM0250	BEAST_MSM0250_DStevens_8_15_ MX94_2_42_2315_2473_Projected1	Paz Drimer	mocap	4/12/2016 13:22:09	BEAST_MSM0250_DStevens_8_15_MX94_2_ 42_2315_2473_Projected1	Slate notes: Projected1	1
89	MSM0250	BEAST_MSM0250_DStevens_8_15_ MX94_2_42_2315_2473_LitCam1	Paz Drimer	mocap	4/12/2016 13:22:09	BEAST_MSM0250_DStevens_8_15_MX94_2_ 42_2315_2473_LitCam1	Slate notes: LitCam1	1

MSM0250_ALL

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90	MSM0250	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_LitCam2	Paz Drimer	mocap	4/12/2016 13:22:09	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_LitCam2	Slate notes: LitCam2	1
91	MSM0250	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_Projected2	Paz Drimer	mocap	4/12/2016 13:21:53	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_Projected2	Slate notes: Projected2	1
92	MSM0250	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_LitCam3	Paz Drimer	mocap	4/12/2016 13:21:40	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_LitCam3	Slate notes: LitCam3	1
93	MSM0250	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_Projected1	Paz Drimer	edit	4/11/2016 19:56:30	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_Projected1	Slate notes: Projected1	1
94	MSM0250	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_LitCam1	Paz Drimer	edit	4/11/2016 19:56:13	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_LitCam1	Slate notes: LitCam1	1
95	MSM0250	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_LitCam2	Paz Drimer	edit	4/11/2016 19:55:49	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_LitCam2	Slate notes: LitCam2	1
96	MSM0250	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_Projected2	Paz Drimer	edit	4/11/2016 19:55:20	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_Projected2	Slate notes: Projected2	1
97	MSM0250	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_LitCam3	Paz Drimer	edit	4/11/2016 19:54:48	BEAST_MSM0250_DStevens_8_15_MX94_2_42_2315_2473_LitCam3	Slate notes: LitCam3	1
98	MSM0250	MSM0250_v003	Frankie Stellato	anim	4/6/2016 17:30:49	MSM0250_animblast_v001	Slate notes: First pass	0
99	MSM0250	MSM0250_v002	Sungmin Lim	integ	4/1/2016 10:31:55	MSM0250_integ_tracktest_v002	Slate notes: Track revised	0
100	MSM0250	MSM0250_wt01_v100	Paz Drimer	scanrec	3/29/2016 20:26:30	MSM0250_wt01_v100	Slate notes: plate ingestion using preset: jpg_dailies_scanrec	1
101	MSM0250	MSM0250_v001	Sungmin Lim	integ	3/15/2016 15:00:10	MSM0250_integ_tracktest_v001	Slate notes: Initial Track Test V001	0
102	MSM0250	MSM0250_plateqc_v001	Diego Piccinato	plate	3/3/2016 21:28:20	MSM0250_plateqc_v001	Slate notes: Plate QC neutral grade	1
103	MSM0250	MSM0250_ingestcheck_v001	Danny Singh	edit	2/26/2016 17:59:34	MSM0250_ingestcheck_v001	Slate notes: Ingestion check from Plate Ingestion	1
104	MSM0250	MSM0250_avidref_v001	Danny Singh	edit	2/26/2016 16:59:36	MSM0250_avidref_v001	Slate notes: avidref	1
105	MSM0250	MSM0250_pl01_v100	Paz Drimer	scanrec	2/25/2016 13:27:44	MSM0250_pl01_v100	Slate notes: plate ingestion using preset: jpg_dailies_scanrec	1
106	MSM0250	MSM0250_ref01_v100	Paz Drimer	scanrec	2/24/2016 23:00:22	MSM0250_ref01_v100	Slate notes: plate ingestion using preset: jpg_dailies_scanrec	1
107	MSM0250	MSM0250_ref02_v100	Paz Drimer	scanrec	2/24/2016 21:35:59	MSM0250_ref02_v100	Slate notes: plate ingestion using preset: jpg_dailies_scanrec	1
108	MSM0250	MSM0250_MOVA_PIP_160202_aligned	Craig Sheppard	ref	2/16/2016 13:48:06	MSM0250_MOVA_PIP_160202_aligned		1
109	MSM0250	MSM0250_MOVA_160202_aligned	Craig Sheppard	ref	2/16/2016 13:47:32	MSM0250_MOVA_160202_aligned		1